

GolfBet Pro

Golf Betting Games Investigation Report

Comprehensive Analysis of 35+ Betting Formats

PREPARED FOR

GolfBet Pro Team

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1. Nassau

● Players: 2-4 ● Skill: Beginner ★★★★★

■ Alternate Names

- The Nassau Bet
- \$2 Nassau / \$5 Nassau (named by wager amount)
- "2-2-2" or "5-5-5" (notation style)

■ Number of Players

- **Minimum:** 2 (1v1)
- **Maximum:** 4 (2v2 teams)
- **Optimal:** 2 or 4

■ Detailed Rules and How It Works

The Nassau is the most widely played golf betting format in the world. It consists of **three separate bets** within a single round:

- 1. Front Nine (Holes 1-9):** A standalone match worth the agreed wager amount.
- 2. Back Nine (Holes 10-18):** A standalone match worth the agreed wager amount.
- 3. Overall 18 Holes:** A standalone match worth the agreed wager amount.

How scoring works:

- Played as **match play** format, where each hole is won, lost, or halved.
- The player or team that wins the most holes in each segment wins that bet.
- A player who is "2 up with 1 to play" on the front nine has won that segment.
- If the front nine is tied after 9 holes, that bet is a push (no money changes hands, unless a "must-win" rule is in effect).
- Handicaps are typically applied: all players play off the lowest handicap in the group. The difference in strokes is distributed across the hardest-rated holes on the scorecard.

Notation convention: Wager amounts are conventionally expressed with slashes, e.g., "\$5/\$5/\$5" or "\$5/\$5/\$10" (Front/Back/Overall).

■ Common Variations

Variation	Description
Standard Nassau	Equal bets on front, back, and overall (e.g., \$5/\$5/\$5)
Weighted Overall	Higher overall bet (e.g., \$5/\$5/\$10)
Nassau with Auto-Press	Automatic new bet when 2 down (see Press Bets section)
Nassau with Junk	Side bets (greenies, sandies, etc.) layered on top
Gross Nassau	No handicap strokes applied

Variation	Description
Net Nassau	Full handicap strokes applied (most common)
Medal Play Nassau	Stroke play instead of match play for each segment

■ Typical Betting Amounts / Structure

Level	Front	Back	Overall	Max Exposure (no presses)
Friendly	\$2	\$2	\$2	\$6
Standard	\$5	\$5	\$5	\$15
Competitive	\$10	\$10	\$10	\$30
High Stakes	\$25	\$25	\$50	\$100
Custom	\$5	\$5	\$10	\$20

Important: With presses enabled, a \$2 Nassau can easily result in \$20-\$50 or more changing hands. A \$5 Nassau with auto-presses can exceed \$100.

■ Skill Level

Beginner-Friendly -- The simplest and most accessible golf betting game. Ideal for introducing new golfers to on-course wagering.

■ Popularity Rating

5 out of 5 -- The undisputed king of golf betting games. Virtually every golfer who gambles on the course has played a Nassau.

■ Best Suited For

- Casual weekend rounds
- 1v1 competitive matches
- 2v2 team matches
- All skill levels when handicaps are used
- Groups wanting a simple structure with optional complexity (presses, junk)

2. Skins

● Players: 2-3 ● Skill: Beginner ★★★★★

■ Alternate Names

- Skins Game
- Syndicates (in some regions)

■ Number of Players

- Minimum: 2
- Maximum: No hard limit (commonly 3-6)
- Optimal: 3 or 4

■ Detailed Rules and How It Works

Skins is a hole-by-hole betting game where each hole has a predetermined value (a "skin"). The player with the **lowest score on a hole wins that skin outright**. If two or more players tie for the lowest score, the skin is not awarded and **carries over** to the next hole (increasing its value).

Step-by-step play:

1. Before the round, agree on the value of each skin (e.g., \$5 per skin) or a scaled value system.
2. On each hole, all players play their ball.
3. The player with the lowest net (or gross) score on the hole wins the skin.
4. If two or more players tie for the lowest score, the skin carries over to the next hole and that next hole is worth two skins.
5. Carryovers can stack -- if three holes in a row are tied, the fourth hole is worth four skins.
6. At the end of 18 holes, the player with the most skins wins the most money.
7. If the last hole has carryovers, groups typically play sudden-death playoff holes, or the carryover skins go to whoever won the 18th hole outright.

■ Common Variations

Variation	Description
Standard Skins	Equal value per hole, carryovers enabled
No Carryover Skins	Tied holes are simply not awarded (no skin for that hole)
Escalating Skins	Value increases every 6 holes (e.g., \$1/\$2/\$3)
Validation Skins	Must par or better the next hole to "validate" a skin won
Super Skins	Specific high-value holes designated before the round
Team Skins	2v2 teams, best ball determines the skin
Net/Gross Skins	Can be played with or without handicaps

■ Typical Betting Amounts / Structure

Level	Per Skin	18-Hole Exposure
Friendly	\$1-2	\$18-36
Standard	\$5	\$90
Competitive	\$10-20	\$180-360
Escalating	\$1/\$2/\$5	\$48 base

■ Skill Level

Beginner -- Very easy to understand. One of the simplest formats to explain to new golfers.

■ Popularity Rating

5 out of 5 -- Extremely popular. The format used in the famous professional "Skins Game" televised events (1983-2008) helped popularize it enormously.

■ Best Suited For

- Groups of 3 (particularly good since many formats require 4)
- Mixed skill levels (with handicaps)
- Players who enjoy hole-by-hole drama
- Groups that want a single pot/pool style payout
- Television-style spectator-friendly format

3. Match Play (Individual)

● Players: 2-2 ● Skill: Beginner ★★★★★

■ Alternate Names

- Heads-Up Match Play
- Singles Match Play
- Man-to-Man / Mano a Mano

■ Number of Players

- Minimum: 2
- Maximum: 2
- Optimal: 2

■ Detailed Rules and How It Works

Individual match play is the most fundamental form of golf competition. Two players compete head-to-head, hole by hole.

Core rules:

1. On each hole, the player with the lower score wins the hole. If scores are tied, the hole is "halved."
2. The match is scored by "holes up." If Player A has won 3 more holes than Player B, Player A is "3 up."
3. The match ends when one player is up by more holes than remain to be played (e.g., "3 and 2" means 3 up with 2 holes to play).
4. If the match is tied after 18 holes, it is "All Square" (AS). Groups can play sudden-death or declare a push.
5. A player who is up by the exact number of holes remaining is said to be "dormie" (e.g., 2 up with 2 to play). The trailing player must win every remaining hole to halve the match.

Handicap application:

- The higher-handicap player receives strokes on the hardest-rated holes (by stroke index).
- Strokes given = difference in course handicaps.
- Example: Player A has an 8 handicap, Player B has a 16 handicap. Player B receives 8 strokes on the 8 hardest-rated holes.

■ Common Variations

Variation	Description
Gross Match Play	No handicap strokes (scratch play)
Net Match Play	Handicap strokes applied per stroke index
Nassau Match Play	Three separate match play bets (front/back/overall)
Closeout	Match ends when mathematically decided; remaining holes are not played
Must-Play-All-18	All 18 holes are played regardless of match standing

■ Typical Betting Amounts / Structure

Level	Per Match	Notes
Friendly	\$5-10	Single bet on 18 holes
Standard	\$20-50	Often combined with Nassau
Competitive	\$50-200	Often with presses

■ Skill Level

Beginner -- The most fundamental form of golf competition.

■ Popularity Rating

5 out of 5 -- The original form of golf competition, used in major championships (WGC Match Play, Ryder Cup singles).

■ Best Suited For

- Two players of similar ability
- Competitive players
- Practice rounds with a friend
- Tournament formats (bracket-style)

4. Match Play (Team)

● Players: 4-4 ● Skill: Beginner ★★★★★

■ Alternate Names

- Four Ball Match Play
- Better Ball Match Play
- 2v2 Match Play
- Team Match

■ Number of Players

- Minimum: 4 (2v2)
- Maximum: 4
- Optimal: 4

■ Detailed Rules and How It Works

Team match play pairs two players against two others. Each player plays their own ball. On each hole, the **better (lower) score** from each team is compared.

Core rules:

1. All four players tee off and play their own ball on every hole.
2. On each hole, the lower score from Team A is compared to the lower score from Team B.
3. The team with the lower "best ball" wins the hole.
4. If the best balls are tied, the hole is halved.
5. Scoring follows standard match play conventions (holes up/down).
6. Match can end early when one team is up by more holes than remain.

Handicap application:

- The lowest handicap player plays at scratch (0 strokes).
- All other players receive the difference between their handicap and the lowest handicap player's handicap.
- Strokes are distributed across holes per the stroke index.

■ Common Variations

Variation	Description
Better Ball	Each player plays their own ball; low ball counts
Aggregate	Both scores from each team are added; lower total wins
Combined	Team score is the sum of both players' scores
Ryder Cup Style	Mix of fourball, foursomes, and singles across sessions

■ Typical Betting Amounts / Structure

Same as Individual Match Play, but per team. Often combined with Nassau format.

■ Skill Level

Beginner -- Easy to understand. The team element reduces pressure on individual players.

■ Popularity Rating

5 out of 5 -- The standard format for member-guest tournaments, club championships, and the Ryder Cup.

■ Best Suited For

- Groups of 4 with clear team pairings
- Mixed handicap groups (team balancing)
- Club events and tournaments
- Social competitive rounds

5. Wolf

● **Players:** 3-4 ● **Skill:** Advanced ★★★★★

■ Alternate Names

- The Wolf Game
- Captain Wolf

■ Number of Players

- **Minimum:** 3
- **Maximum:** 4
- **Optimal:** 4

■ Detailed Rules and How It Works

Wolf is a strategic game that combines partnership selection with risk-reward decisions. It is one of the most engaging and psychologically complex golf betting games.

Setup:

1. Establish a batting order (Player A, B, C, D) before the round. This order rotates each hole.
2. On each hole, one player is designated as the "Wolf." The Wolf designation follows the batting order.
3. **On the first 16 holes**, each player is the Wolf four times. **Holes 17 and 18** are typically played by the players with the lowest and second-lowest point totals (giving trailing players a chance to catch up).

How each hole plays:

1. The Wolf tees off **last** on each hole (to observe others' drives).
2. After each player hits their tee shot (in order), the Wolf must immediately decide whether to select that player as their partner -- **before the next player hits**.
3. If the Wolf selects a partner, it becomes a **2v2 best ball** match for the hole (Wolf + Partner vs. the other two).
4. If the Wolf does not select any partner after all tee shots, the Wolf plays **alone** against the other three (see Lone Wolf section below).

Scoring (standard point values):

Outcome	Wolf + Partner	Non-Wolf Team
Wolf's team wins	+2 each	0
Non-Wolf team wins	0	+3 each
Wolf goes alone and wins	+4 (Wolf only)	0
Wolf goes alone and loses	0	+1 each
Tie (halved hole)	Push (0 all)	Push (0 all)

■ Common Variations

Variation	Description
Standard Wolf	Partner choice after seeing drives
Blind Wolf	Wolf declares alone BEFORE anyone tees off (triple points)
Pig	A player declares "Pig" to play alone even when not the Wolf
Wolf Hammer	Combines Wolf with the Hammer doubling mechanic
3-Player Wolf	Works with 3 players; Wolf plays 1v2 each hole

■ Typical Betting Amounts / Structure

Level	Per Point	18-Hole Exposure Estimate
Friendly	\$0.50-1	\$20-50
Standard	\$2-5	\$50-150
Competitive	\$5-10	\$100-300+

■ Skill Level

Intermediate to Advanced -- Requires strategic thinking about partner selection, risk assessment, and reading opponents' games in real time.

■ Popularity Rating

5 out of 5 -- One of the most popular and beloved betting games. Creates tremendous social interaction and drama.

■ Best Suited For

- Groups of 4 who know each other's games
- Competitive players who enjoy strategy
- Groups that want constant engagement on every hole
- Players who enjoy social/psychological elements

6. Lone Wolf Variation

● Players: 3-4 ● Skill: Advanced ★★★★★

■ Alternate Names

- Blind Wolf
- Solo Wolf
- Pig (in some circles)

■ Number of Players

- Minimum: 3
- Maximum: 4
- Optimal: 4

■ Detailed Rules and How It Works

The Lone Wolf is an enhanced risk-reward option within the standard Wolf game. There are two main variants:

Lone Wolf (Standard):

- After watching all three other players' tee shots, the Wolf elects to play alone against all three.
- The Wolf's score is compared against the best ball of the other three players.
- If the Wolf wins, they receive **double points** (4 points in standard scoring).
- If the Wolf loses, each of the other three players receives 1 point.

Blind Wolf / Pig:

- The Wolf declares they are going alone **BEFORE** any player (including themselves) tees off.
- This carries **triple points**: the Wolf wins 6 points if they have the lowest score, but each opponent wins 2 points if any of them beat the Wolf.
- This is the highest-risk, highest-reward play in the Wolf game.

"Pig" variation:

- Any player, not just the Wolf, can declare "Pig" on any hole.
- Declaring Pig means that player takes on all three others, alone, for triple points.
- If both the Wolf and another player want to declare Pig, the non-Wolf player's declaration takes priority in some rule sets.

■ Common Variations

Variation	Description
Standard Lone Wolf	Declares after seeing all drives; double points
Blind Wolf	Declares before any tee shot; triple points
Pig	Any player can declare alone for triple points
Must-Go-Alone on 17 & 18	Trailing players forced to go alone on final holes

■ Typical Betting Amounts / Structure

Same as Wolf, but with doubled or tripled values for lone plays.

■ Skill Level

Advanced -- High-risk decisions require confidence and strong play under pressure.

■ Popularity Rating

4 out of 5 -- Very popular as part of Wolf; adds the game's most exciting moments.

■ Best Suited For

- Confident, aggressive players
- Groups that enjoy high-stakes drama
- Players with low handicaps who can compete alone

7. Bingo Bango Bongo

● Players: 2-3 ● Skill: Beginner ★★★★★

■ Alternate Names

- Bingo Bango Bongo (BBB)
- Points Game

■ Number of Players

- Minimum: 2
- Maximum: No hard limit (commonly 3-5)
- Optimal: 3 or 4

■ Detailed Rules and How It Works

Bingo Bango Bongo awards **three points on every hole**, each for a different achievement. The game is notable because it requires players to play in proper turn order (not "ready golf").

The three points per hole:

Point	Name	Award Criteria
Bingo	First on the green	Awarded to the player whose ball reaches the putting surface first, regardless of stroke count
Bango	Closest to pin	Awarded to the player whose ball is closest to the hole once ALL players are on the green
Bongo	First in the hole	Awarded to the player who holes out first

Critical rules:

- Players MUST play in correct order (farthest from the hole plays first). This is not "ready golf."
- No gimmies/tap-outs allowed. Every putt must be holed.
- A player can win multiple points on the same hole (even all three).
- Handicaps are typically NOT used because the format inherently levels the playing field (shorter hitters get first-on-green advantage; longer hitters get closest-to-pin advantage).

Scoring at end of round:

- Count total points per player.
- Pay out the agreed per-point value, settling up based on point differentials.

■ Common Variations

Variation	Description
Standard BBB	Three points per hole as described
Modified BBB	Additional points for birdies, eagles, or chip-ins

Variation	Description
BBB with Handicaps	Handicap strokes applied to individual scores for the Bongo point
Double Bingo	Bonus point for reaching green in regulation AND being first on
Bingo Bango Bongo Bango	Fourth point for longest putt made

■ Typical Betting Amounts / Structure

Level	Per Point	18-Hole Exposure (54 points)
Friendly	\$0.25-0.50	\$13.50-27
Standard	\$1-2	\$54-108
Competitive	\$5	\$270

■ Skill Level

Beginner -- Very simple to understand. One of the most beginner-friendly formats because it rewards different skills.

■ Popularity Rating

4 out of 5 -- Very popular, especially among casual groups. Gained mainstream recognition from its appearance in NBC's "The Office."

■ Best Suited For

- Mixed skill level groups
- Casual social rounds
- Groups that value pace-of-play etiquette
- Beginners and high-handicappers (inherently equalizing)
- Groups of 3 or more

8. Dots / Trash / Garbage

● Players: 2+ ● Skill: Beginner ★★★★★

■ Alternate Names

- Dots
- Garbage
- Trash
- Junk (used interchangeably)
- Kitchen Sink

■ Number of Players

- Minimum: 2
- Maximum: No limit
- Optimal: 3 or 4

■ Detailed Rules and How It Works

Dots/Garbage is not a single game but a **collection of side bets** played simultaneously alongside any other scoring format. Before the round, the group agrees on which "dot" categories will be tracked and how much each is worth.

How it works:

1. Before the round, the group selects which side bets (dots) are active.
2. Each player tracks their achievements throughout the round.
3. Each achievement earns the player one or more "dots" (points).
4. At the end of the round, players settle up based on the difference in dots.

Common dot categories (not exhaustive):

Dot Name	Achievement	Typical Points
Greenie	Closest to pin on par 3 (must make par)	1
Sandy	Par or better from a greenside bunker	1
Barkie	Par or better after hitting a tree	1
Arnie	Par without hitting the fairway	1
Hogan	Hit fairway AND green in regulation	2
Chippie	Hole out from off the green	2
Polie	One-putt from outside flagstick length	1
Ferret	Chip in from off the green	1-2
Fishie/Sharkie	Par or better after being in the water	2
Froggie	Par or better after hitting over water	1

Dot Name	Achievement	Typical Points
Birdie	Make a birdie	1-2
Eagle	Make an eagle	3-5
Double Barkie	Par after hitting two trees	2
Exotic Sandy	Par from both a fairway and greenside bunker	4
Snake	Three-putt (negative; -1 or last to 3-putt pays)	-1

■ Common Variations

Variation	Description
Light Junk	3-5 categories only (greenies, sandies, birdies)
Full Garbage	10+ categories tracked
Negative Dots	Some achievements cost dots (three-putts, OB, etc.)
Weighted Dots	Different achievements worth different amounts
Dots + Nassau	Dots layered on top of a Nassau bet

■ Typical Betting Amounts / Structure

Level	Per Dot	Notes
Friendly	\$0.25-0.50	5-10 categories
Standard	\$1	Full garbage
Competitive	\$2-5	Full garbage with negatives

■ Skill Level

Beginner -- Each individual dot is easy to understand. Complexity comes from tracking multiple categories.

■ Popularity Rating

4 out of 5 -- Extremely popular as an add-on to other games. Most golfers who gamble play some form of dots/junk.

■ Best Suited For

- Groups who want "games within the game"
- Any skill level (dots reward different types of achievements)
- Enhancement layer on top of Nassau, Skins, or other primary games
- Groups that want continuous engagement

9. Vegas / Las Vegas

● Players: 4-4 ● Skill: Intermediate ★★★★★

■ Alternate Names

- Vegas
- Las Vegas
- The Vegas Game

■ Number of Players

- Minimum: 4
- Maximum: 4
- Optimal: 4 (exactly)

■ Detailed Rules and How It Works

Vegas is a high-action team game where individual scores are **combined into a two-digit number** (not added together). The potential for large point swings makes this one of the most exciting (and potentially expensive) golf betting games.

Setup:

1. Four players split into two teams of two.
2. Agree on a value per point before the round (e.g., \$0.10, \$0.25, \$1.00 per point).

How scoring works on each hole:

1. Both players on each team complete the hole.
2. Each team's two scores are combined into a **two-digit number**, with the **lower score always placed first**.
 - Example: Team A scores 4 and 5 = **45**. Team B scores 3 and 6 = **36**.
3. The team with the **lower two-digit number** wins the hole.
4. The winning amount is the **difference** between the two numbers.
 - In the example above: 45 - 36 = **9 points** to Team B.

Special scoring rules:

Situation	Rule
Double-digit score (10+)	If a player makes a 10 or higher, the higher number goes FIRST (e.g., 4 and 10 = 104 , not 410)
Both players same score	Creates doubles (e.g., both score 4 = 44)
Birdie Flip	When a team makes a birdie, the opposing team's score is "flipped" (e.g., 45 becomes 54)
Eagle	Opposing team's score is flipped AND the point difference is doubled

■ Common Variations

Variation	Description
Standard Vegas	As described above with birdie flips
No-Flip Vegas	Birdie flip rule is removed (lower number always first)
Monte Carlo	Scores are multiplied instead of combined (4 and 5 = 20, not 45)
Double/Triple Points	Birdie = double points; Eagle = triple points for the winning team
Bonus Holes	Designated holes worth extra points
Water Flip	Going in the water causes your own team's score to flip

■ Typical Betting Amounts / Structure

Level	Per Point	Estimated 18-Hole Exposure
Conservative	\$0.05-0.10	\$10-50
Standard	\$0.25	\$30-100
Competitive	\$0.50-1.00	\$100-500+

Warning: Vegas can produce enormous point swings. A single hole where one team scores 104 and the other scores 34 results in a 70-point swing. At \$0.25/point that is \$17.50 on one hole. The birdie flip rule further amplifies swings.

■ Skill Level

Intermediate -- Easy concept, but understanding the scoring nuances (flips, double-digit exceptions) takes a round or two.

■ Popularity Rating

4 out of 5 -- Very popular among groups of four. Creates huge excitement and dramatic swings.

■ Best Suited For

- Groups of exactly 4 players
- Players who enjoy high-variance, high-excitement games
- Competitive groups comfortable with potentially large swings
- Teams of similar combined ability

10. Snake / Snakes

● Players: 2+ ● Skill: Beginner ★★☆☆

■ Alternate Names

- Snake
- Snakes
- The Snake Game
- Putting Snake

■ Number of Players

- **Minimum:** 2
- **Maximum:** No hard limit
- **Optimal:** 3 or 4

■ Detailed Rules and How It Works

Snake is a putting-focused side game that penalizes three-putting. It creates intense pressure on the putting green and eliminates the concept of "gimmie" putts.

How it works:

1. Before the round, agree on a dollar amount (the "snake" value).
2. Whenever a player three-putts, that player "holds the snake."
3. If another player three-putts on a subsequent hole, the snake transfers to that player.
4. **The player holding the snake at the end of the round pays every other player** the agreed-upon amount.
5. Throughout the round, the snake money accrues -- some versions have the pot grow with each three-putt.

Key details:

- Only the LAST person to three-putt pays. All previous holders are forgiven.
- No gimmies are allowed -- all putts must be holed to avoid potential three-putts.
- If no one three-putts, no snake money is paid.
- A four-putt or worse still only counts as "taking the snake" once per hole.

■ Common Variations

Variation	Description
Standard Snake	Last person to three-putt pays everyone
Accumulating Snake	Each three-putt adds to the pot; last holder pays the full accumulated amount
Double Snake	Four-putts (or worse) count as two snake strikes
Front/Back Snake	Separate snake bets for front nine and back nine
Reverse Snake	Player who goes the longest without three-putting wins

■ Typical Betting Amounts / Structure

Level	Snake Value	Notes
Friendly	\$1-2	Per player
Standard	\$5	Per player
Competitive	\$10-25	Per player; can add up quickly

■ Skill Level

Beginner -- Extremely simple concept. One rule: do not three-putt, especially on the last hole.

■ Popularity Rating

3 out of 5 -- Popular as a side game added on to other formats. Rarely played as a standalone game.

■ Best Suited For

- Add-on to any other betting format
- Groups wanting to incentivize good putting
- Eliminating "gimmie" putts from the round
- All skill levels

11. Hammer

● Players: 2-4 ● Skill: Advanced ★★★★★

■ Alternate Names

- The Hammer
- Hammer Time
- Air Hammer (variation)

■ Number of Players

- Minimum: 2 (1v1)
- Maximum: 4 (2v2)
- Optimal: 2 or 4

■ Detailed Rules and How It Works

Hammer is a match play doubling game that adds a poker-like "raise" mechanic to golf. It was popularized by Jordan Spieth and Justin Thomas on Netflix's "Full Swing" series.

Setup:

1. Agree on a base bet per hole (e.g., \$5).
2. Play match play format (1v1 or 2v2).

How the Hammer works:

1. At **any point during a hole**, a player/team can "throw the hammer" at their opponent, which **doubles the current bet** for that hole.
2. The opponent must then choose:
 - **Accept the Hammer:** The bet is now doubled. Play continues.
 - **Decline/Fold the Hammer:** The opponent concedes the hole at the **current (pre-hammer) bet value**.
3. After accepting a hammer, the accepting team now holds the hammer and can **hammer back** later on the same hole, doubling the bet again.
4. **Only the team that was most recently hammered can throw the next hammer.** You cannot hammer consecutively without the other side hammering first.

Example escalation on a single hole:

Action	Bet Value
Starting bet	\$5
Team A hammers	\$10
Team B accepts and hammers back	\$20
Team A accepts and hammers back	\$40
Team B folds	Team A wins \$20 (pre-last-hammer value)

Halved holes: If a hole is tied, the bet typically carries over to the next hole or is pushed, depending on group rules.

■ Common Variations

Variation	Description
Standard Hammer	Hammer can be thrown at any time during the hole
Air Hammer	Hammer can only be thrown while a ball is in the air or a putt is rolling
Tee Box Hammer	Hammer can only be thrown before both sides tee off
Mandatory Accept	No declining allowed; all hammers are automatically accepted
Cap Hammer	Maximum number of hammers per hole (e.g., 3) to limit exposure
Wolf Hammer	Combined with Wolf game mechanics

■ Typical Betting Amounts / Structure

Level	Base Bet	Max Possible (3 hammers)
Friendly	\$1-2	\$8-16 per hole
Standard	\$5	\$40 per hole
Competitive	\$10-20	\$80-160 per hole
High Stakes	\$50+	\$400+ per hole

Warning: Hammer games can escalate extremely quickly. A \$5/hole game with three hammers becomes \$40/hole. Over 18 holes, this can become very expensive.

■ Skill Level

Intermediate to Advanced -- Requires strategic thinking about when to hammer, the confidence to accept hammers, and composure under pressure.

■ Popularity Rating

4 out of 5 -- Surging in popularity after the Netflix exposure. One of the fastest-growing golf betting games.

■ Best Suited For

- Competitive, confident players
- Golfers who enjoy psychological warfare
- Players comfortable with variable stakes
- 1v1 matches or tight 2v2 teams

12. Rabbit

● Players: 3-5 ● Skill: Beginner ★★☆☆

■ Alternate Names

- Rabbit
- Chase the Rabbit
- Catch the Rabbit

■ Number of Players

- Minimum: 3
- Maximum: 5
- Optimal: 3

■ Detailed Rules and How It Works

Rabbit is a chase-style game where players compete to "hold" the rabbit at the end of each nine-hole segment.

Setup:

1. Agree on a bet amount for the front nine rabbit and the back nine rabbit.
2. The rabbit is "loose" at the start of each nine.

How it works:

1. The player who wins a hole outright (lowest score, no ties) "catches the rabbit."
2. That player holds the rabbit until another player wins a hole outright.
3. If the rabbit holder wins the next hole, they continue to hold the rabbit.
4. **Critical rule:** A hole must be won **outright** (no ties). If two players tie for the low score, the rabbit's status does not change.

What happens when another player wins:

- **Classic Version:** The rabbit is "set free." No one holds it. The next player to win a hole outright catches it again.
- **Steal Version:** The rabbit transfers directly to the new hole winner. No "free" state.

Payout:

- The player holding the rabbit after hole 9 wins the front nine rabbit pot.
- The player holding the rabbit after hole 18 wins the back nine rabbit pot.
- If no one holds the rabbit at the end of a nine (it's still loose or was set free on the last hole), the pot carries over or is split, depending on group rules.

■ Common Variations

Variation	Description
Classic Rabbit	Rabbit is set free when another player wins; must be recaught
Steal Rabbit	Rabbit transfers directly to the new hole winner

Variation	Description
Kill the Rabbit	Rabbit can be "killed" (removed) if the holder wins two consecutive holes
Double Rabbit	Two separate rabbits running simultaneously (one for each nine)
Par Rabbit	Only par or better scores can capture the rabbit

■ Typical Betting Amounts / Structure

Level	Per Rabbit (per 9 holes)	18-Hole Exposure
Friendly	\$5	\$10
Standard	\$10-20	\$20-40
Competitive	\$25-50	\$50-100

■ Skill Level

Beginner -- Very simple rules. Easy to play alongside any other format.

■ Popularity Rating

3 out of 5 -- Solid popularity, especially in threesome groups where other games do not work as well.

■ Best Suited For

- Groups of 3 (particularly well-suited)
- Add-on side game to other formats
- Groups wanting a simple "king of the hill" style game
- All skill levels

13. Round Robin / Hollywood / Sixes

● Players: 4-4 ● Skill: Beginner ★★☆☆

■ Alternate Names

- Round Robin
- Hollywood
- Sixes
- Rotating Partners

■ Number of Players

- Minimum: 4
- Maximum: 4
- Optimal: 4 (exactly)

■ Detailed Rules and How It Works

Round Robin is a rotating partnership game where each player partners with every other player for exactly one six-hole segment over 18 holes.

Partnership rotation:

Holes	Team 1	Team 2
1-6	A + B	C + D
7-12	A + C	B + D
13-18	A + D	B + C

How it works:

1. For each six-hole segment, the two teams play a match (typically best ball/four ball format).
2. Each six-hole segment is a separate bet.
3. Within each segment, holes are won, lost, or halved (match play style).
4. At the end of each six-hole segment, the team that is "up" in holes wins that match.
5. Individual players accumulate points across all three segments.

Scoring methods:

- **Match Play:** Each hole within a segment is worth 1 point to the winning team's players.
- **Point Differential:** The difference in holes won/lost determines the payout.
- **Win/Loss/Tie:** Simply track whether you won, lost, or tied each six-hole match.

■ Common Variations

Variation	Description
Best Ball Round Robin	Each segment played as best ball (most common)

Variation	Description
Scramble Round Robin	Each segment played as a scramble
Alternate Shot Round Robin	Each segment played as alternate shot
Mixed Format	Different format for each six-hole segment
Sixes with Skins	Skins game added on top of the rotating partnerships

■ Typical Betting Amounts / Structure

Level	Per Segment	18-Hole Exposure
Friendly	\$5	\$15
Standard	\$10-20	\$30-60
Competitive	\$25-50	\$75-150

■ Skill Level

Beginner to Intermediate -- Simple concept, but tracking multiple partnerships and scores requires some attention.

■ Popularity Rating

3 out of 5 -- Popular among groups of four who want variety in partnerships and a "fair" game where everyone partners with everyone.

■ Best Suited For

- Groups of exactly 4 who want to mix up partnerships
- Avoiding the "stuck with a bad partner" dynamic
- Social rounds where everyone knows each other
- Club events and outings

14. Stableford

● Players: 1+ ● Skill: Beginner ★★★★★

■ Alternate Names

- Stableford System
- Modified Stableford
- Points Game (generic)
- Stable

■ Number of Players

- **Minimum:** 1 (individual scoring)
- **Maximum:** No limit
- **Optimal:** 3 or 4

■ Detailed Rules and How It Works

Stableford is a **points-based scoring system** where players earn points relative to par on each hole. Unlike stroke play, bad holes are capped, encouraging aggressive play.

Standard Stableford point allocation:

Score Relative to Par	Points
Double bogey or worse	0
Bogey	1
Par	2
Birdie	3
Eagle	4
Albatross (Double Eagle)	5

How it works:

1. Each player plays their own ball on every hole.
2. After each hole, points are awarded based on the score relative to par.
3. If a player has no chance of earning points on a hole, they can pick up their ball (speeding up play).
4. The player with the **highest point total** after 18 holes wins.
5. With handicaps, net scores are used to determine the point award (e.g., a net par earns 2 points).

Modified Stableford (Professional/PGA Tour):

Score Relative to Par	Points
Double bogey or worse	-3
Bogey	-1

Score Relative to Par	Points
Par	0
Birdie	+2
Eagle	+5
Albatross	+8

The Modified Stableford introduces **negative points**, significantly increasing risk and reward.

■ Common Variations

Variation	Description
Standard Stableford	0-1-2-3-4-5 point scale (no negatives)
Modified Stableford	Negative points for over-par; enhanced rewards for under-par
Team Stableford	Best Stableford score from each team counts per hole
Stableford with Quota	Combined with a personal target (see Chicago/Quota section)
Custom Point Scale	Groups can define their own point values

■ Typical Betting Amounts / Structure

Level	Per Point	Notes
Friendly	\$0.50	Pay difference in point totals
Standard	\$1-2	Pay difference in point totals
Competitive	\$5+	Pay difference in point totals
Pool	\$10-20 entry	Winner-take-all or split pot

■ Skill Level

Beginner -- Very simple scoring system. Actually speeds up play because players can pick up on bad holes.

■ Popularity Rating

4 out of 5 -- Extremely popular worldwide, particularly in the UK, Australia, and Europe. Used on the PGA Tour (Barracuda Championship).

■ Best Suited For

- Any size group
- Mixed handicap groups (with net scoring)
- Groups wanting to speed up pace of play
- Players who get discouraged by blow-up holes

- Tournament formats

15. Chapman / Pinehurst

● Players: 4-2 ● Skill: Intermediate ★★☆☆

■ Alternate Names

- Chapman System
- Pinehurst System
- American Foursomes
- Chapman/Pinehurst

■ Number of Players

- **Minimum:** 4 (two teams of 2)
- **Maximum:** Any even number (teams of 2)
- **Optimal:** 4

■ Detailed Rules and How It Works

Chapman is a unique team format that combines elements of best ball and alternate shot. It was developed by Dick Chapman at Pinehurst Resort in the late 1940s.

Step-by-step on each hole:

- 1. Step 1 - Both tee off:** Both teammates hit their own tee shot.
- 2. Step 2 - Switch balls:** Player A hits Player B's tee shot, and Player B hits Player A's tee shot for the second shot.
- 3. Step 3 - Select best ball:** After the second shots, the team selects the ball in the better position. The other ball is picked up.
- 4. Step 4 - Alternate to finish:** From the selected ball, the team alternates shots until the ball is holed. The player who did NOT hit the selected second shot plays the third shot.

Key strategic elements:

- The stronger player's tee shot is played by the weaker player (and vice versa), which tends to equalize the teams.
- Team selection after two shots provides a safety net.
- The alternating finish rewards consistency.

Handicap application:

- USGA recommends: (Lower handicap x 0.60) + (Higher handicap x 0.40) = Team handicap
- This weighted formula favors the lower-handicap player's contribution.

■ Common Variations

Variation	Description
Standard Chapman	As described (switch, select, alternate)
Modified Chapman	No ball switch; both play their own ball for two shots, then select and alternate

Variation	Description
Chapman Match Play	Two teams of 2 playing Chapman against each other in match play format
Chapman Stroke Play	Total strokes determine the winner (tournament format)

■ Typical Betting Amounts / Structure

Typically played as a team format in tournaments. For casual play, combine with Nassau or match play betting.

Level	Per Match/Side	Notes
Friendly	\$10	Per team
Standard	\$25-50	Per team, or combined with Nassau
Tournament	Entry fee	Pool/payout system

■ Skill Level

Intermediate -- The ball-switching mechanic is unique and requires understanding. Best when both partners understand strategy.

■ Popularity Rating

3 out of 5 -- Popular in tournament settings, especially member-guest events. Less common as a casual betting format.

■ Best Suited For

- Member-guest tournaments
- Couples events
- Teams with disparate skill levels (the format equalizes)
- Groups wanting a unique, engaging team format

16. Scotch Foursomes / Greensomes

● Players: 4-2 ● Skill: Intermediate ★★☆☆

■ Alternate Names

- Scotch Foursomes
- Greensomes (UK)
- Modified Alternate Shot
- Selective Drive Alternate Shot
- Canadian Foursomes
- Scotch Doubles

■ Number of Players

- **Minimum:** 4 (two teams of 2)
- **Maximum:** Any even number (teams of 2)
- **Optimal:** 4

■ Detailed Rules and How It Works

Scotch Foursomes is a modified version of alternate shot where both players tee off, select the best drive, and then alternate shots from there.

Step-by-step on each hole:

1. **Step 1 - Both tee off:** Both teammates hit their own tee shot.
2. **Step 2 - Select best drive:** The team chooses which tee shot to play from. The other ball is picked up.
3. **Step 3 - Alternate shots:** The player whose tee shot was NOT selected hits the second shot from the chosen drive. From there, players alternate shots until the ball is holed.

Key distinction from Chapman: In Chapman, players switch balls for the second shot before selecting. In Scotch Foursomes, they select the best drive immediately and then alternate from there.

Handicap application:

- USGA recommends 50% of the partners' combined course handicaps for alternate shot formats.
- Some tournaments use: (Lower handicap x 0.40) + (Higher handicap x 0.60).

■ Common Variations

Variation	Description
Standard Scotch Foursomes	Best drive, then alternate shot
Canadian Foursomes	Same as Scotch, but player may choose to hit their own second shot (not mandatory alternate)
Bloodsome / Gruesome	Opponents choose which drive your team must play from (see Bloodsome section)
Greensome Stableford	Scotch Foursomes scored using Stableford points

■ Typical Betting Amounts / Structure

Same as team match play or combined with Nassau format.

■ Skill Level

Intermediate -- Requires understanding of alternate shot strategy and team communication.

■ Popularity Rating

3 out of 5 -- Popular in tournament settings (Ryder Cup uses a pure foursomes/alternate shot format). The Scotch variation is gentler.

■ Best Suited For

- Tournament play (especially Ryder Cup-style events)
- Teams with one strong and one weaker player
- Groups wanting a team format with shared responsibility
- Faster pace of play (only one ball per team after the tee)

17. Best Ball / Four Ball

● Players: 4-8 ● Skill: Beginner ★★★★★

■ Alternate Names

- Best Ball
- Four Ball
- Better Ball
- 2-Person Best Ball
- Four Ball Match Play / Stroke Play

■ Number of Players

- **Minimum:** 4 (2v2)
- **Maximum:** 8+ (multiple teams of 2)
- **Optimal:** 4

■ Detailed Rules and How It Works

Best Ball (officially "Four Ball" under USGA Rules, Rule 23) is the most common team format in golf. Each player plays their own ball, and the team's score is the **lower score** of the two partners on each hole.

How it works:

1. All four players tee off and play their own ball throughout each hole.
2. After each hole, each team records the **lower** of the two partners' scores.
3. In match play, the team with the lower "best ball" wins the hole.
4. In stroke play, the team with the lower total of best ball scores wins.
5. A partner who has no chance of contributing to the team score on a hole may pick up their ball.

Handicap application:

- **Match Play:** 90% of course handicap. All players play off the lowest handicap player (who plays at scratch). Others receive the difference in strokes.
- **Stroke Play:** 85-95% of course handicap (varies by governing body).
- Partners may share clubs if total between them does not exceed 14.

■ Common Variations

Variation	Description
2-Person Best Ball	Standard format (most common)
3-Person Best Ball	Best score of three partners; used in scramble alternatives
4-Person Best Ball	Best score of four partners
Progressive Best Ball	Holes 1-6: best 1 of 4; Holes 7-12: best 2 of 4; Holes 13-18: best 3 of 4
Best Ball with Nassau	Nassau betting structure applied to best ball format

Variation	Description
Gross and Net Best Ball	Separate competitions for gross and net scores

■ Typical Betting Amounts / Structure

Level	Per Match/Side	Notes
Friendly	\$5-10	Or combined with Nassau
Standard	\$20-50	Match or stroke play
Tournament	Entry fee	Pool/payout format

■ Skill Level

Beginner -- Everyone plays their own ball. The simplest team format.

■ Popularity Rating

5 out of 5 -- The most popular team format in golf. Used in the Ryder Cup, Presidents Cup, and virtually every member-guest tournament.

■ Best Suited For

- All skill levels
- Tournament play
- Member-guest events
- Groups of 4 wanting a team element without format restrictions
- Beginners (no pressure -- partner can carry)

18. Alternate Shot / Foursomes

● Players: 4-2 ● Skill: Advanced ★★★★★

■ Alternate Names

- Alternate Shot
- Foursomes (official USGA/R&A; term)
- Alt Shot
- Scotch Ball

■ Number of Players

- **Minimum:** 4 (two teams of 2)
- **Maximum:** Any even number (teams of 2)
- **Optimal:** 4

■ Detailed Rules and How It Works

Alternate Shot is the purest form of team golf. Two partners share a single ball and alternate every shot, including tee shots.

How it works:

1. Partners decide before the round who tees off on **odd-numbered holes** and who tees off on **even-numbered holes**.
2. On each hole, one partner tees off, the other hits the second shot, the first partner hits the third shot, and so on, alternating until the ball is holed.
3. If Partner A tees off on hole 1, Partner B tees off on hole 2, regardless of who hit the last shot on hole 1.
4. Penalty shots do NOT affect the rotation. If the team takes a penalty stroke, the next shot is still played by the partner whose turn it is.

Strategic considerations:

- Partner assignments matter. The player who is better off the tee should tee off on the holes where the team needs good drives.
- Par 3s are critical because one partner both tees off and putts.
- Short game matters enormously because you are finishing holes your partner started.

■ Common Variations

Variation	Description
Pure Alternate Shot	As described (one ball, alternating every shot)
Scotch Foursomes	Both tee off; select best drive; alternate from there
Chapman/Pinehurst	Both tee off; switch balls; select after second shot; alternate from there
Bloodsome/Gruesome	Opponents select your tee shot; alternate from there

■ Typical Betting Amounts / Structure

Same as team match play formats. Often combined with Nassau.

■ Skill Level

Advanced -- The most demanding team format. Requires excellent communication, trust, and the ability to play from unfamiliar positions.

■ Popularity Rating

4 out of 5 -- Used in the Ryder Cup, Presidents Cup, and Solheim Cup. Less common in casual play due to difficulty.

■ Best Suited For

- Experienced golfers
- Competitive team events
- Ryder Cup-style tournaments
- Pairs who practice together regularly

19. Greenies

● Players: 2+ ● Skill: Beginner ★★★★★

■ Alternate Names

- Greenies
- Closest to the Pin (CTP)
- Proxies (in tournament settings)
- KPs (Closest to Pin)

■ Number of Players

- Minimum: 2
- Maximum: No limit
- Optimal: 3 or 4

■ Detailed Rules and How It Works

Greenies is one of the most popular side bets in golf, awarded on **par 3 holes** (and sometimes par 5s in certain variations).

Standard rules:

1. On each par 3, the player who hits the green in regulation and is **closest to the hole** earns a "greenie."
2. **The player must make par or better** to claim the greenie. If the closest player fails to make par, the greenie goes to the next closest player who does make par, or it is not awarded.
3. If no one hits the green in regulation, no greenie is awarded for that hole.

Payout methods:

- **Per-greenie payout:** Each greenie is worth a set amount (e.g., \$2) paid by all other players.
- **End-of-round settlement:** Greenies are tallied as dots/points and settled at the end.

■ Common Variations

Variation	Description
Standard Greenie	Closest to pin on par 3, must make par
No Par Required	Closest to pin regardless of final score
Double for Birdie	Greenie value doubles if the player makes birdie
Triple for Hole-in-One	Massive bonus for acing a greenie hole
Par 5 Greenies	Also awarded on par 5s (closest in 2)
Reverse Greenie	Farthest from the hole on the green; a joke side bet

■ Typical Betting Amounts / Structure

Level	Per Greenie	Notes
Friendly	\$1	Paid by all other players
Standard	\$2-5	Paid by all other players
Competitive	\$10+	Paid by all other players

With 4 par 3s on a typical course, exposure is 4 x bet amount (if you never win one).

■ Skill Level

Beginner -- The simplest side bet in golf.

■ Popularity Rating

5 out of 5 -- Arguably the single most popular side bet in golf, played in some form by nearly every group that wagers.

■ Best Suited For

- Any group, any skill level
- Enhancement to any other game format
- Tournament tee prizes
- Quick and easy side action

20. Sandies / Barkies

● Players: 2+ ● Skill: Beginner ★★★★★

■ Alternate Names

- **Sandies:** Sandy, Sand Save, Beach Party
- **Barkies:** Barkie, Woody, Woodie, Tree Save

■ Number of Players

- **Minimum:** 2
- **Maximum:** No limit
- **Optimal:** 3 or 4

■ Detailed Rules and How It Works

Sandies:

A Sandy is awarded when a player makes **par or better** on a hole after their ball was in a **greenside bunker** at some point during the hole.

- The player must get up and down (or better) from the sand.
- The ball must have been in a greenside bunker -- fairway bunkers do not count in the standard version.
- Some groups require the player to have been in the bunker for their approach to the green (not a bunker adjacent to the green on the way in).

Sandy sub-types:

Type	Description	Typical Points
Standard Sandy	Par from greenside bunker	1
Super Sandy	Birdie or better from greenside bunker	2-3
Exotic Sandy	Par after being in both a fairway bunker AND greenside bunker	4
Double Sandy	Par after being in two greenside bunkers on the same hole	3

Barkies:

A Barkie is awarded when a player makes **par or better** on a hole after their ball struck a **tree** during the hole.

- The ball must visibly or audibly contact a tree (trunk, branches, or roots).
- The player must still make par or better.

Barkie sub-types:

Type	Description	Typical Points
Standard Barkie	Par after hitting a tree	1
Double Barkie	Par after hitting two different trees	2

Type	Description	Typical Points
Triple Barkie	Par after hitting three trees (extremely rare)	3-5

■ Common Variations

Combined into the Dots/Garbage system with other side bets.

■ Typical Betting Amounts / Structure

Level	Per Sandy/Barkie	Notes
Friendly	\$1	Part of dots/junk
Standard	\$2-5	Part of dots/junk
Competitive	\$5-10	Part of dots/junk

■ Skill Level

Beginner -- Simple concept. Rewards recovery play.

■ Popularity Rating

Sandies: 4 out of 5 -- Very common side bet.

Barkies: 3 out of 5 -- Popular but less common than sandies.

■ Best Suited For

- Add-on to any game format
- Groups playing dots/garbage
- All skill levels (higher handicappers may earn these more often!)

21. Arnies

● Players: 2+ ● Skill: Beginner ★★☆☆

■ Alternate Names

- Arnie
- Arnold Palmer
- The Palmer

■ Number of Players

- Minimum: 2
- Maximum: No limit
- Optimal: 3 or 4

■ Detailed Rules and How It Works

Named after Arnold Palmer's legendary scrambling ability, an Arnie is awarded when a player makes **par or better on a hole without ever hitting the fairway**.

Requirements:

1. The player's tee shot must miss the fairway (rough, trees, bunker, etc.).
2. The player must never be on the fairway at any point during the hole.
3. The player must still make par or better.
4. On par 3s, since there is no fairway to hit, Arnies typically do not apply (group discretion).

Example: A player pushes their drive into the rough, hits their approach from the rough onto the green, and two-putts for par. That is an Arnie.

■ Common Variations

Variation	Description
Standard Arnie	Par without hitting the fairway
Double Arnie	Birdie without hitting the fairway
Par 3 Arnie	Some groups award an Arnie on a par 3 if the player misses the green with their tee shot but still makes par

■ Typical Betting Amounts / Structure

Level	Per Arnie	Notes
Standard	\$1-2	Part of dots/junk system
Competitive	\$5	Part of dots/junk system

■ Skill Level

Beginner -- Simple rule, happens naturally in play.

■ Popularity Rating

3 out of 5 -- Well-known but not universally played. More common in groups that play full garbage/dots.

■ Best Suited For

- Dots/Garbage side bet system
- Players who scramble well but struggle off the tee
- All skill levels

22. Hogans

● Players: 2+ ● Skill: Beginner ★★☆☆

■ Alternate Names

- Hogan
- Ben Hogan
- The Hogan
- GIR Bonus

■ Number of Players

- Minimum: 2
- Maximum: No limit
- Optimal: 3 or 4

■ Detailed Rules and How It Works

Named after Ben Hogan, who was famous for his ball-striking precision, a Hogan is awarded when a player hits **both the fairway with their tee shot AND the green in regulation (GIR)** on the same hole.

Requirements:

1. The tee shot must be on the fairway.
2. The approach must reach the green in regulation (on the green in the regulation number of strokes: 1 for par 3, 2 for par 4, 3 for par 5).
3. The score on the hole does NOT matter (unlike some other side bets). A player can three-putt for bogey and still earn a Hogan.

Points:

- Standard: 2 points (because it recognizes two achievements: fairway + GIR)
- Some groups award 1 point

■ Common Variations

Variation	Description
Standard Hogan	Fairway + GIR (score irrelevant)
Pure Hogan	Fairway + GIR + Par or better
Par 3 Hogan	Some groups count a GIR on par 3 as a Hogan (no fairway needed)
Super Hogan	Fairway + GIR + Birdie or better

■ Typical Betting Amounts / Structure

Level	Per Hogan	Notes
Standard	\$1-2	Part of dots/junk system
Competitive	\$5	Part of dots/junk system

■ Skill Level

Beginner (concept) / **Intermediate** (earning them) -- Easy to understand, but consistently hitting fairways and greens requires solid ball-striking.

■ Popularity Rating

3 out of 5 -- Popular in dots/garbage games. Rewards the "boring" but effective golfer.

■ Best Suited For

- Dots/Garbage side bet system
- Rewarding consistent ball-strikers
- Balancing side bets (Hogans reward accuracy while Arnies reward scrambling)

23. Murphy

● Players: 2+ ● Skill: Intermediate ★★☆☆

■ Alternate Names

- Murphy
- Called Shot
- Called Up-and-Down

■ Number of Players

- Minimum: 2
- Maximum: No limit
- Optimal: 3 or 4

■ Detailed Rules and How It Works

A Murphy is a unique "called shot" side bet where a player declares they will get up and down from off the green BEFORE attempting the shot.

How it works:

1. When a player's ball is off the green (in the rough, fringe, bunker, etc.), they can declare "Murphy" before their chip/pitch shot.
2. If they successfully get up and down (chip/pitch on + one putt to hole out), they earn **2 points** (or the agreed Murphy value).
3. If they FAIL to get up and down after calling a Murphy, they **lose 2 points** (or the agreed Murphy penalty value).

Key rules:

- The Murphy must be declared BEFORE the player addresses their chip/pitch shot.
- Other players should acknowledge the Murphy call.
- The declaration is irrevocable -- once called, the player is committed.
- A chip-in on a called Murphy typically earns bonus points (3-4 points).

■ Common Variations

Variation	Description
Standard Murphy	+2 for success, -2 for failure
Weighted Murphy	Harder situations (bunker, long chip) worth more
No-Penalty Murphy	+2 for success, 0 for failure (less risky)
Mandatory Murphy	All up-and-down attempts are Murphy calls (rare)
Super Murphy	Chip-in on a called Murphy worth double or triple

■ Typical Betting Amounts / Structure

Level	Win	Loss	Notes
Friendly	+\$1	-\$1	Part of dots/junk
Standard	+\$2	-\$2	Part of dots/junk
Competitive	+\$5	-\$5	Part of dots/junk

■ Skill Level

Intermediate -- Requires confidence in your short game and the willingness to put your money where your mouth is.

■ Popularity Rating

2 out of 5 -- Less common than other junk bets, but beloved by groups that play it. Adds a fun psychological element.

■ Best Suited For

- Groups that enjoy "called shot" bragging
- Confident short-game players
- Adding spice to the dots/junk system
- Groups wanting a risk-reward side bet

24. Aces and Deuces / Acey Deucey

● Players: 3-5 ● Skill: Beginner ★★☆☆

■ Alternate Names

- Aces and Deuces
- Acey Deucey
- Acey Ducey
- High-Low

■ Number of Players

- Minimum: 3
- Maximum: 5
- Optimal: 4

■ Detailed Rules and How It Works

Aces and Deuces is a hole-by-hole game where the lowest scorer (Ace) wins money and the highest scorer (Deuce) loses money on every hole.

How it works on each hole:

1. All players play the hole.
2. The player with the **lowest score** (the "Ace") wins the Ace bet from each of the other players.
3. The player with the **highest score** (the "Deuce") pays the Deuce bet to each of the other players.
4. If a player has neither the lowest nor the highest score, they are neutral for that hole (except paying the Ace and receiving from the Deuce).

Standard bet values:

- The Ace bet is typically worth **twice** the Deuce bet.
- Example: Ace = \$2 per player, Deuce = \$1 per player.
- In a foursome: The Ace wins \$6 (from 3 players), the Deuce loses \$3 (to 3 players), and the middle two players net -\$2 + \$1 = -\$1 each.

Handling ties:

- If two players tie for low (Ace), the Ace bet is typically pushed or split.
- If two players tie for high (Deuce), the Deuce bet is pushed or split.
- Groups should agree on tie-breaking rules before the round.

■ Common Variations

Variation	Description
Standard Acey Deucey	Ace = 2x Deuce value
Equal Acey Deucey	Ace and Deuce bets are equal
Acey Deucey with Carryover	Tied Ace/Deuce amounts carry to the next hole

Variation	Description
Net Acey Deucey	Handicap strokes applied
Gross Acey Deucey	No handicap (scratch)

■ Typical Betting Amounts / Structure

Level	Ace Bet	Deuce Bet	18-Hole Exposure (approx.)
Friendly	\$1	\$0.50	\$10-20
Standard	\$2	\$1	\$30-50
Competitive	\$5	\$2.50	\$75-120

■ Skill Level

Beginner -- Simple concept. One of the easiest games to understand.

■ Popularity Rating

3 out of 5 -- Solid choice for foursomes. Not as popular as Nassau or Skins but well-known.

■ Best Suited For

- Groups of 4
- Players who want hole-by-hole action
- Mixed handicap groups (with net scoring)
- Groups wanting a simple, standalone game

25. Defender

● Players: 3-3 ● Skill: Intermediate ★★☆☆

■ Alternate Names

- Defender
- The Defender Game
- Me vs. Everybody

■ Number of Players

- Minimum: 3
- Maximum: 3
- Optimal: 3 (exactly)

■ Detailed Rules and How It Works

Defender is a rotating 1v2 game designed specifically for threesomes. One player (the "Defender") plays against the other two on each hole.

Setup:

1. Before the round, establish the rotation order (typically A-B-C-A-B-C...).
2. Each player defends 6 times per 18 holes.

How each hole works:

1. The designated Defender plays their own ball against the **best ball** of the other two players.
2. Scoring:

Outcome	Defender	Opponents
Defender has lowest score	+2 points	0 each
Defender ties the best ball	+1 point	0 each
Opponents' best ball beats Defender	0 points	+1 each

End of round:

- Tally all points for each player across 18 holes.
- Pay out the per-point value multiplied by the point differential.

Special rules for holes 17 and 18:

- Some groups allow the trailing player to be the Defender on the final holes to create a comeback opportunity.

■ Common Variations

Variation	Description
Standard Defender	Sequential rotation (A-B-C)

Variation	Description
Choice Defender	Players bid or volunteer to be Defender each hole
Double Defender	Defender earns/loses double on par 3s
Defender with Presses	Press bets can be added

■ Typical Betting Amounts / Structure

Level	Per Point	18-Hole Exposure
Friendly	\$1-2	\$15-40
Standard	\$5	\$50-100
Competitive	\$10	\$100-200

■ Skill Level

Intermediate -- Simple rules, but playing 1v2 requires solid individual play.

■ Popularity Rating

3 out of 5 -- Very popular specifically for threesomes, where many other games do not work well.

■ Best Suited For

- Groups of exactly 3 players
- Threesomes wanting an alternative to Wolf or Skins
- All skill levels (with handicap strokes)
- Groups wanting a straightforward 1v2 format

26. Quota

● Players: 2+ ● Skill: Beginner ★★☆☆

■ Alternate Names

- Quota
- Points Quota
- Point Par
- 36 Points
- Cleveland

■ Number of Players

- Minimum: 2
- Maximum: No limit
- Optimal: 4+

■ Detailed Rules and How It Works

Quota is a Stableford-based game where each player has a personal **target (quota)** determined by their handicap. The goal is to exceed your quota.

Quota calculation:

- **Formula:** $\text{Quota} = 36 - \text{Course Handicap}$
- A scratch golfer's quota is 36.
- A 10-handicap's quota is 26.
- A 20-handicap's quota is 16.

Point system:

Score	Points
Double bogey or worse	0
Bogey	1
Par	2
Birdie	4
Eagle	8

How it works:

1. Each player calculates their quota before the round.
2. Play 18 holes, accumulating points per the table above.
3. After the round, subtract your quota from your point total.
4. The player with the **highest positive number** (most points above quota) wins.
5. Players who fall below their quota have a negative result.

Example:

- Player A (10 handicap): Quota = 26. Earns 30 points. Result = **+4**
- Player B (20 handicap): Quota = 16. Earns 22 points. Result = **+6** (winner!)
- Player C (5 handicap): Quota = 31. Earns 28 points. Result = **-3**

■ Common Variations

Variation	Description
Standard Quota (36)	Quota = 36 minus handicap
39-Point Quota	Quota = 39 minus handicap (used in Chicago format)
Modified Quota	Custom point values (e.g., birdie = 3, eagle = 5)
Team Quota	Team's quotas are combined; team point total vs. combined quota

■ Typical Betting Amounts / Structure

Level	Structure	Notes
Friendly	\$5-10 pool entry	Winner takes all
Standard	\$1-2 per point	Pay/receive per point above/below quota
Competitive	\$5 per point	Pay/receive per point above/below quota
Tournament	Entry fee	Payout to top finishers

■ Skill Level

Beginner -- Handicap-based system makes it fair for all levels. Points system is simple.

■ Popularity Rating

3 out of 5 -- Popular in league and tournament play. The built-in handicap equalization makes it ideal for mixed-ability groups.

■ Best Suited For

- Large groups and tournaments
- Mixed handicap groups (highly equalizing)
- League play
- Any number of players
- Groups that prefer individual competition over team formats

27. Chicago

● Players: 2+ ● Skill: Beginner ★★☆☆

■ Alternate Names

- Chicago
- Chicago System
- Chicago Stableford

■ Number of Players

- Minimum: 2
- Maximum: No limit
- Optimal: 4+

■ Detailed Rules and How It Works

Chicago is a close cousin of Quota, with a slightly different target number calculation. The concept is identical: beat your personal target.

Chicago quota calculation:

- **Formula:** Quota = 39 - Course Handicap (note: 39, not 36)
- A scratch golfer's quota is 39.
- A 10-handicap's quota is 29.
- A 20-handicap's quota is 19.

Point system (same as Stableford):

Score	Points
Double bogey or worse	0
Bogey	1
Par	2
Birdie	4
Eagle	8

How it differs from Quota:

The primary difference is the baseline number (39 vs. 36). The Chicago system uses 39 because a par round (all 18 pars) earns 36 Stableford points, and the system is calibrated so that a player playing "to their handicap" should score close to their Chicago number. The 39 baseline creates a slightly higher target, making it harder to finish in positive territory.

■ Common Variations

Same as Quota, with the 39-point baseline being the defining feature.

■ Typical Betting Amounts / Structure

Same as Quota.

■ Skill Level

Beginner -- Identical in complexity to Quota.

■ Popularity Rating

3 out of 5 -- Popular in the Midwest and certain club circuits. Often used interchangeably with Quota.

■ Best Suited For

- Same audiences as Quota
- Club league play
- Large tournament fields
- Mixed handicap groups

28. Bloodsome / Gruesome

● Players: 4-4 ● Skill: Advanced ★★☆☆

■ Alternate Names

- **Bloodsome:** Blood Foursomes, Blood Match
- **Gruesome:** Gruesomes, Worst Ball Alternate Shot

■ Number of Players

- **Minimum:** 4 (two teams of 2)
- **Maximum:** 4
- **Optimal:** 4

■ Detailed Rules and How It Works

Bloodsome and Gruesome are devilish twists on alternate shot where teams are forced to play from disadvantageous positions.

Bloodsome:

1. Both players on each team hit tee shots.
2. The **opposing team** selects which of the two tee shots the team must play from.
3. The opponents will typically choose the worse tee shot (but may choose strategically -- sometimes the "better" drive is in a harder position for the second shot).
4. From the selected ball, the team plays **alternate shot** until the ball is holed.
5. The player whose tee shot was NOT selected hits the second shot.

Gruesome:

1. Both players on each team hit tee shots.
2. The **worse** of the two tee shots is **automatically** selected for every hole (no opponent choice -- it is always the worst drive).
3. The player who hit the worst drive also hits the **second shot** (double punishment).
4. From the third shot onward, players alternate normally.

Match play scoring: The team with the lower score on each hole wins the hole. Standard match play conventions apply.

■ Common Variations

Variation	Description
Standard Bloodsome	Opponents choose which drive to play from
Gruesome	Worst drive is automatically selected; worst-drive hitter plays second shot
Modified Bloodsome	Opponents choose on odd holes; teams choose their own on even holes
Bloodsome with Scramble	After the opponent-selected drive, the team plays scramble instead of alternate shot

■ Typical Betting Amounts / Structure

Same as team match play. Often combined with Nassau format.

Level	Per Match	Notes
Friendly	\$10	Per team
Standard	\$25-50	Per team, with presses
Competitive	\$50-100	Per team

■ Skill Level

Advanced -- One of the most challenging formats. Requires two good tee shots to avoid disaster, plus strong alternate-shot skills.

■ Popularity Rating

2 out of 5 -- Niche format, but deeply loved by groups that play it. Creates enormous drama and hilarity.

■ Best Suited For

- Experienced golfers who enjoy a challenge
- Groups with a sense of humor
- Competitive rivalries
- Players who want to test team chemistry under pressure

29. Press Bets (Cross-Game Concept)

● Skill: Intermediate ★★★★★

■ Alternate Names

- Press
- Pressing the Bet
- Auto-Press
- Re-Press

■ What It Is

A press is NOT a standalone game -- it is a **betting mechanism** that can be applied to virtually any match play format (most commonly Nassau). A press creates a **new, separate bet** that runs alongside the original bet for the remaining holes.

■ Detailed Rules and How It Works

Core concept:

When a player or team is losing, they can "press" to start a new bet for the remaining holes. The original bet continues unchanged. The press is a completely separate wager.

Types of presses:

Type	Description
Optional Press	The trailing player/team chooses when to press. Typically only allowed when 2+ holes down.
Automatic Press (Auto-Press)	A press automatically activates when a player/team falls 2 down (most common rule).
1-Down Auto-Press	Very aggressive: auto-press whenever 1 down. Creates many simultaneous bets.
Air Press	A press can be called while a ball is in the air or a putt is rolling.
Re-Press	A press on a press. When a player falls 2 down in a press bet, another press activates.

Press bet value:

Convention	Description
Same Value	Press is worth the same as the original bet (most common)
Half Value	Press is worth half the original bet
Double Value	Press doubles the original bet (aggressive)
Escalating	Each subsequent press doubles the previous press

Example: \$5 Nassau with 2-Down Auto-Press

Starting bet: \$5 on the front nine.

Hole	Match Status	Press Triggered?	Active Bets
1	Player A: 1 up	No	Original (\$5)
2	Player A: 2 up	YES - Auto-press	Original (\$5) + Press 1 (\$5)
3	Player A: 3 up; 1 up in Press 1	No	Original + Press 1
4	Player A: 4 up; 2 up in Press 1	YES - Auto-press on Press 1	Original + Press 1 + Press 2 (\$5)
...	Can continue stacking

Maximum exposure warning:

A \$2 Nassau with auto-presses can theoretically produce 5-6 simultaneous bets on the front nine alone. With front, back, and overall, a player could have 15+ active bets by the end of the round. A "\$2 Nassau" can easily become a \$50+ proposition.

■ Typical Betting Amounts / Structure

The press amount is typically equal to the original bet. A \$5 Nassau with presses means each press is also \$5.

■ Skill Level

Intermediate -- Understanding press mechanics requires some experience. Tracking multiple simultaneous bets can be confusing.

■ Popularity Rating

5 out of 5 -- Presses are the single most important add-on concept in golf betting. Nearly universal in Nassau play.

■ Best Suited For

- Nassau players who want more action
- Competitive matches where comebacks should be possible
- Players comfortable tracking multiple simultaneous bets
- Groups that enjoy escalating stakes

30. Junk / Side Bets (Category)

● Skill: Beginner ★★★★★

■ Alternate Names

- Junk
- Side Bets
- Supplemental Bets
- Extras
- Dots (when tracked as points)

■ What It Is

Junk is a **catch-all category** for any side bets played alongside a primary game format. These are achievement-based rewards (and penalties) that add interest to every shot.

■ Comprehensive List of Common Junk Bets

Junk Bet	Description	Typical Value
Greenie	Closest to pin on par 3 (must par)	1 point
Sandy	Par or better from greenside bunker	1 point
Super Sandy	Birdie from greenside bunker	2-3 points
Exotic Sandy	Par from fairway + greenside bunker	4 points
Barkie/Woody	Par after hitting a tree	1 point
Double Barkie	Par after hitting two trees	2 points
Arnie	Par without hitting the fairway	1 point
Hogan	Fairway + green in regulation	2 points
Chippie	Chip in from off the green	2 points
Ferret	Hole out from off the green (similar to chippie)	1-2 points
Desert Ferret	Chip in from a bunker	3 points
Fishie/Sharkie	Par or better after being in water	2 points
Froggie	Par or better after going over water	1 point
Polie/Pollie	One-putt from outside flagstick length	1 point
Murphy	Called up-and-down (success = +2, fail = -2)	+/-2 points
Birdie	Making a birdie	1-2 points

Junk Bet	Description	Typical Value
Eagle	Making an eagle	3-5 points
Double Eagle/Albatross	Making an albatross	10+ points
Hole-in-One	Acing a hole	Entire pot or huge bonus
Snake	Three-putt penalty	-1 point or "hold the snake"
Seve	Par or better after being in the trees AND bunker	3 points
Nicklaus	Longest drive in the fairway (designated holes)	1 point
Watson	Chip in from the rough	2 points
Otter	Hitting the water and still making par	2 points
Golden Ferret	Holing a bunker shot	3-5 points
Pinnie	Hitting the flagstick with any shot	1 point
Mole	Hitting out of a divot and making par	1 point

■ How Groups Typically Use Junk

1. **Before the round:** Select which junk bets are active (typically 5-15 categories).
2. **Assign values:** Each junk bet is worth an agreed number of points or dollar amount.
3. **Track throughout:** Players announce and track their junk achievements.
4. **Settle at end:** Calculate net junk points and pay the per-point value.

■ Skill Level

Beginner -- Individual bets are simple. Complexity comes from tracking many simultaneously.

■ Popularity Rating

5 out of 5 -- Some form of junk/side bets is played by virtually every golf gambling group.

■ Best Suited For

- Enhancement to any primary game format
- Groups wanting constant engagement
- Mixed skill levels (different junk bets reward different skills)
- Social, fun-oriented groups

31. Nines / Nine Point Game

● Players: 3-3 ● Skill: Beginner ★★★★★■

■ Alternate Names

- Nines
- Nine Points
- Nine Dots
- 5-3-1
- The Nines Game

■ Number of Players

- Minimum: 3
- Maximum: 3
- Optimal: 3 (exactly)

■ Detailed Rules and How It Works

Nines is the quintessential game for groups of three. Exactly nine points are distributed among the three players on every hole.

Point distribution:

Outcome	Points
Clear winner (lowest score), second, third	5-3-1
Two-way tie for first, third place	4-4-1
Clear winner, two-way tie for second/third	5-2-2
Three-way tie (all same score)	3-3-3

How it works:

1. All three players play the hole.
2. Scores are compared and 9 points are distributed according to the table above.
3. Points accumulate over 18 holes.
4. Total possible points: 162 (9 points x 18 holes).
5. Each player's "par" is 54 points (one-third of 162).
6. Settle based on the difference in points from 54 (or from each other).

Settlement:

- Multiply the point difference by the agreed per-point value.
- Example: Player A has 65 points, Player B has 55 points, Player C has 42 points.
- A beats B by 10 points, A beats C by 23 points. A collects from both.
- B beats C by 13 points. B collects from C.

■ Common Variations

Variation	Description
Standard 5-3-1	As described above
Blitz	Win by 2+ strokes = 9-0-0 (winner takes all 9 points)
Nines with Junk	Side bets layered on top
Front/Back Nines	Separate settlements for each 9 holes
Handicap Nines	Net scores used for point distribution

■ Typical Betting Amounts / Structure

Level	Per Point	18-Hole Max Exposure
Friendly	\$0.10-0.25	\$10-30
Standard	\$0.50-1.00	\$50-80
Competitive	\$2-5	\$100-250

■ Skill Level

Beginner -- Simple point distribution. The math is straightforward.

■ Popularity Rating

4 out of 5 -- The go-to game for threesomes. If you have three players, you are very likely playing Nines.

■ Best Suited For

- Groups of exactly 3 players
- All skill levels (with handicaps)
- Players wanting a complete game that fills 18 holes
- Threesomes who cannot play team formats

32. Banker

● Players: 3-5 ● Skill: Advanced ★★☆☆

■ Alternate Names

- Banker
- The Banker Game
- Bank

■ Number of Players

- Minimum: 3
- Maximum: 5+
- Optimal: 3 or 4

■ Detailed Rules and How It Works

Banker is a high-action game where one player (the "Banker") sets the stakes for each hole and plays individual matches against every other player.

How the Banker is determined:

1. On the first tee, the Banker is determined randomly or by agreement.
2. On subsequent holes, the Banker is the player who **holed out first with the lowest score** on the previous hole.
3. If there is a tie, the player who made the longer putt becomes the Banker.

How each hole works:

1. The Banker tees off **last** on every hole.
2. Before teeing off, each non-Banker player declares their individual bet amount against the Banker (within agreed min/max limits, e.g., \$10-\$100).
3. Each player plays a 1-on-1 match against the Banker only. Players do NOT compete against each other.
4. If a non-Banker beats the Banker, the Banker pays them their declared amount.
5. If the Banker beats a non-Banker, that player pays the Banker their declared amount.
6. If tied, the bet is typically pushed.

Press rules in Banker:

- Non-Banker players can press their bet after they hit their tee shot but BEFORE the Banker hits. This doubles the bet.
- The Banker can then re-press (pressing everyone simultaneously) after hitting their tee shot.
- The Banker's re-press applies to ALL players or NONE -- the Banker cannot selectively re-press.

Par 3 special rules (common):

- Presses must be called while the ball is in the air.
- Presses and re-presses **triple** the bet instead of doubling.

■ Common Variations

Variation	Description
Standard Banker	As described above
Fixed Banker	Same player is Banker for entire round (typically the best player)
Par 3 Triple Press	Par 3 presses triple instead of double
Air Press Only	All presses must be called while a ball is in the air
Banker with Skins	Skins game layered on top

■ Typical Betting Amounts / Structure

Level	Min Bet	Max Bet	18-Hole Exposure
Friendly	\$5	\$25	\$100-200
Standard	\$10	\$50	\$200-500
Competitive	\$25	\$100	\$500-2,000+
High Stakes	\$50	\$500	\$2,000-10,000+

Warning: Banker is one of the highest-variance games in golf. The Banker plays against every other player, so wins and losses are amplified. With presses and re-presses, a single hole can be worth 4-8x the initial bet.

■ Skill Level

Advanced -- Requires strong play under pressure (especially as the Banker) and bankroll management.

■ Popularity Rating

3 out of 5 -- Popular among serious gambling golfers. Not as mainstream as Nassau or Skins but has a devoted following.

■ Best Suited For

- Experienced golfers comfortable with high-variance betting
- Groups of 3-4 with competitive personalities
- Players who enjoy being "the house"
- Risk-tolerant golfers

33. Six-Six-Six (6-6-6)

● Players: 4-4 ● Skill: Intermediate ★★★★★

■ Alternate Names

- Six-Six-Six
- 6-6-6
- Sixes
- English
- Rotating Format

■ Number of Players

- Minimum: 4
- Maximum: 4
- Optimal: 4 (exactly)

■ Detailed Rules and How It Works

Six-Six-Six is a format where the playing format changes every six holes, creating variety and testing different skills throughout the round.

Standard format rotation:

Holes	Format	Description
1-6	Best Ball (Four Ball)	Each player plays their own ball; best score per team counts
7-12	Scramble	All players hit; select best shot; all hit from there; repeat
13-18	Alternate Shot	Partners alternate hitting one ball

Alternative format rotations (common):

Rotation	Holes 1-6	Holes 7-12	Holes 13-18
Classic	Best Ball	Scramble	Alternate Shot
Modified	Scramble	Best Ball	Alternate Shot
Aggressive	Alternate Shot	Best Ball	Scramble

Combined with Round Robin: When combined with Round Robin partner rotation, the game becomes Hollywood -- three different partners AND three different formats across 18 holes.

Scoring: Each six-hole segment is scored as its own match (match play or stroke play). Players accumulate wins/losses across all three segments.

■ Common Variations

Variation	Description
Standard 6-6-6	Fixed teams, rotating format
Hollywood	Rotating teams AND rotating format
Custom Formats	Groups can choose any three formats
6-6-6 with Nassau	Nassau-style betting on each segment

■ Typical Betting Amounts / Structure

Level	Per Segment	18-Hole Exposure
Friendly	\$5-10	\$15-30
Standard	\$15-25	\$45-75
Competitive	\$25-50	\$75-150

■ Skill Level

Intermediate -- Requires familiarity with multiple formats. The alternate shot segment can be challenging for less experienced players.

■ Popularity Rating

3 out of 5 -- Popular in tournament settings and club outings. The variety keeps all players engaged.

■ Best Suited For

- Groups of 4 wanting variety
- Club outings and tournaments
- Groups bored with a single format all round
- Testing different team skills

34. Calcutta

● Players: 8+ ● Skill: Beginner ★★☆☆

■ Alternate Names

- Calcutta
- Calcutta Auction
- Calcutta Pool

■ Number of Players

- **Minimum:** 8 (4 teams)
- **Maximum:** No limit (tournament-scale)
- **Optimal:** 20-60 players (10-30 teams)

■ Detailed Rules and How It Works

A Calcutta is not a playing format but a **betting/auction system** layered on top of any tournament format. It originated at the Royal Calcutta Turf Club in Kolkata, India, in the 1800s.

How it works:

- 1. Before the tournament:** An auction is held (typically the evening before or morning of the event).
- 2. Auction process:** Each team (or individual) in the tournament is auctioned off to the highest bidder. Any participant can bid, including bidding on themselves.
- 3. Building the pool:** All auction proceeds go into a central pool.
- 4. Buyback rule:** After being "bought," the team/player is customarily offered the chance to buy back 50% ownership from their buyer. This gives them a stake in their own performance and reduces the buyer's risk.
- 5. Tournament play:** The tournament proceeds under its normal format.
- 6. Payout:** After the tournament, the pool is distributed to the "owners" of the top-finishing teams.

Typical payout structure:

Finish	Payout
1st place	70% of pool
2nd place	20% of pool
3rd place	10% of pool

Alternative split: 60/25/10/5 for larger fields.

■ Common Variations

Variation	Description
Standard Calcutta	Auction with 50% buyback
Blind Draw Calcutta	Teams randomly assigned instead of auctioned

Variation	Description
Silent Auction	Written bids instead of live auction
Bonus Hole Calcutta	Specific holes have separate Calcutta pools
Skins Calcutta	Applied to a skins-format tournament

■ Typical Betting Amounts / Structure

Highly variable. A typical member-guest Calcutta pool can range from \$2,000 to \$50,000+, depending on the number of participants and their willingness to bid.

■ Skill Level

Beginner (to participate) / **Advanced** (to bid strategically) -- Anyone can participate, but savvy bidders have a significant edge.

■ Popularity Rating

3 out of 5 -- Very popular at member-guest tournaments and club events. Less common in casual play due to the auction requirement.

■ Best Suited For

- Member-guest tournaments
- Club championships
- Large group events (10+ teams)
- Groups that enjoy the social aspect of an auction
- Events that want to build a significant prize pool

35. Wolf Hammer

● Players: 3-4 ● Skill: Advanced ★★★★★

■ Alternate Names

- Wolf Hammer
- The Most Dangerous Game
- Wolf with Hammers

■ Number of Players

- Minimum: 3
- Maximum: 4
- Optimal: 4

■ Detailed Rules and How It Works

Wolf Hammer combines the strategic partner-selection of Wolf with the doubling mechanic of Hammer. It is widely considered the most intense and highest-action golf betting game.

How it works:

1. All standard Wolf rules apply (rotating Wolf, partner selection, Lone Wolf option).
2. In addition, at any point during a hole, either side can "throw the Hammer" to double the stakes.
3. The opposing side can accept the hammer (continuing at doubled stakes) or fold (conceding the hole at the pre-hammer value).
4. Multiple hammers can be thrown per hole (like standard Hammer rules).

Scoring amplification:

If the base Wolf points are:

- Wolf + Partner win = 2 points each
- With one hammer = 4 points each
- With two hammers = 8 points each
- Lone Wolf win with one hammer = 8 points
- Blind Wolf with two hammers = 24 points

■ Typical Betting Amounts / Structure

Extreme caution advised. Wolf Hammer at \$1/point can produce \$50-100+ swings in a single round. At \$5/point, swings of \$500+ are possible.

Level	Per Point	Estimated Range
Friendly	\$0.25-0.50	\$25-75
Standard	\$1-2	\$75-300
Competitive	\$5+	\$300-1,000+

■ Skill Level

Advanced -- The most complex and highest-stakes golf betting game. Requires mastery of both Wolf strategy and Hammer psychology.

■ Popularity Rating

3 out of 5 -- Growing rapidly in popularity. Considered the "apex predator" of golf betting games by serious golf gamblers.

■ Best Suited For

- Experienced golfers with deep pockets
- Groups that have "graduated" from basic Wolf
- Extremely competitive groups
- Players who enjoy maximum drama and risk

Appendix A — Game Selection Matrix

■ By Number of Players

Players	Recommended Games
2	Nassau, Match Play (Individual), Hammer, Skins
3	Nines, Wolf, Skins, Defender, Rabbit, Banker
4	Nassau, Wolf, Vegas, Skins, Best Ball, Round Robin, Aces & Deuces, Hammer (2v2), 6-6-6
5+	Skins, Stableford, Quota/Chicago, Bingo Bango Bongo
Large Groups	Calcutta, Stableford, Quota/Chicago, Skins

■ By Skill Level

Level	Recommended Games
Beginner	Nassau, Skins, Bingo Bango Bongo, Stableford, Greenies, Rabbit
Intermediate	Wolf, Vegas, Dots/Garbage, Round Robin, Chapman/Pinehurst, Defender
Advanced	Hammer, Lone Wolf, Banker, Wolf Hammer, Bloodsome, Alternate Shot

■ By Game Type

Type	Games
Hole-by-Hole	Skins, Bingo Bango Bongo, Aces & Deuces, Snake
Match Play	Nassau, Match Play, Wolf, Hammer, Defender
Points-Based	Stableford, Quota, Chicago, Nines, Dots/Garbage
Team Formats	Best Ball, Alternate Shot, Chapman, Scotch Foursomes, Bloodsome, Round Robin
Side Bets	Greenies, Sandies, Barkies, Arnies, Hogans, Murphy, all Junk
Auction/Pool	Calcutta

Appendix B — Complexity and Implementation Notes for App Development

■ Scoring Engine Requirements by Game

Game	Scoring Type	Real-Time Tracking	Handicap Required	Press Support	Team Support
Nassau	Match Play	Yes	Yes	Critical	1v1 / 2v2
Skins	Hole Winner	Yes	Optional	No	Optional
Wolf	Point System	Yes	Optional	No	Dynamic
Vegas	Paired Digits	Yes	No	No	2v2
Hammer	Doubling	Yes	No	Integral	1v1 / 2v2
Bingo Bango Bongo	3-Point/Hole	Yes	No	No	No
Dots/Garbage	Achievement	Yes	No	No	No
Stableford	Points vs Par	Per Hole	Yes	No	Optional
Skins	Carryover	Yes	Optional	No	No
Nines	9-Point Dist.	Yes	Optional	No	No
Banker	Individual Matches	Yes	Optional	Yes	No
Round Robin	Rotating Teams	Yes	Yes	Optional	Rotating 2v2

■ Data Points Required Per Hole (for full Junk tracking)

The app should track (at minimum) the following per player per hole:

- Score** (gross and net)
- Fairway hit** (Yes/No/N/A) -- for Arnies, Hogans
- Green in regulation** (Yes/No) -- for Hogans, Greenies
- Number of putts** -- for Snake, Polies
- Bunker visit** (greenside/fairway) -- for Sandies
- Tree hit** (Yes/No) -- for Barkies
- Water hazard** (Yes/No) -- for Fishies, Vegas flip
- Chip-in** (Yes/No) -- for Chippies, Ferrets
- Up and down** (Yes/No) -- for Sandies, Murphys
- Closest to pin** (par 3s) -- for Greenies
- First on green** -- for Bingo
- Closest when all on green** -- for Bango

13. First to hole out -- for Bongo

■ Recommended MVP Game Set (Priority Order)

For initial app launch, the following games represent the highest demand:

1. **Nassau** (with presses) -- #1 most requested
2. **Skins** -- #2 most requested
3. **Wolf** (with Lone Wolf) -- #3 most requested
4. **Best Ball / Four Ball** -- Essential team format
5. **Match Play** (individual and team) -- Fundamental
6. **Stableford / Quota** -- Popular for leagues
7. **Vegas** -- High engagement factor
8. **Dots / Junk** -- Add-on system for all games
9. **Hammer** -- Rapidly growing in popularity
10. **Bingo Bango Bongo** -- Casual/beginner favorite

Appendix C — Glossary of Common Golf Betting Terms

Appendix D — Source References
